

DAN DARE

PILOT
OF THE FUTURE



One of the most famous comic strip heroes ever, comes vividly to life in this superb arcade adventure from VIRGIN GAMES.

For the full story, see inside!

Produced by Gang of Five
Designed and programmed by Andy Wilson.
Graphics created by Ian Mathias.



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DAN DARE



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PILOT
OF THE FUTURE



CBM 64-128
CASSETTE

Dan Dare the original Super Hero was being featured on the Earth Broadcasting Corporation **"This is Your Life"** programme.

The invited guests who spoke glowingly of Dan's achievements, his bravery and compassion, included his faithful friend Digby who had shared so many of Dan's adventures, Professor Peabody, Space Fleet Commander Sir Hubert Guest, Sondor the Venusian ambassador along with his equivalent from every planet in the known universe. It seemed that the whole world had turned out to honour Dan.

Dan Dare, embarrassed but deeply moved by these accolades, stepped forward to speak, suddenly the picture on every Vidi-screen in the solar system changed into a series of multi-coloured horizontal stripes, slowly clearing to reveal none other than the evil green face of the Mekon.

The Mekon proceeded to tell of his dastardly plan to propel a hollowed out asteroid the size of a minor planet on a collision course with Earth. If the powers that be did not give into his terms Earth would be eliminated!!

If they agreed the asteroid would be harmlessly detonated, earth would be safe and the Mekon would take over as commander of the universe.

They could not give in to the Mekon's threats but what was the alternative? In the studio the assembled gathering turned their gaze to one man, Colonel **DAN DARE** knew what he had to do....!!

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DAN DARE CBM 64-128

Dan left the studio taking with him Professor Peabody, Digby and Digby's alien pet Stripey. They were soon flying toward the Asteroid in Dan's trusty spaceship the Anastasia, leaving an anxious Earth far behind them.

On landing they decided to split up into two groups to look for a way into the centre of the Asteroid, Digby with the Professor and Dan with Stripey. As Dan made his way he heard a commotion, running back he saw that a group of Treens, the Mekon's faithful followers, had captured the Prof and Digby.

Now Dan had not only to foil the Mekon's dastardly plan, he had to also rescue his two friends.

Now play on.

CBM 64-128 INSTRUCTIONS

Playing the game:

To load hold down **SHIFT** and press **RUN STOP**

The player uses a joystick in port 2 to control the movements and actions of **DAN DARE**. As the joystick performs different functions depending on Dan's circumstances it is important to read this section before playing this game.

Joystick directions:



FORWARD means the direction in which Dan is facing (**LEFT or RIGHT**)

BACKWARD means the opposite direction (**LEFT or RIGHT**)

Joystick options:

If the fire button is not pressed the joystick will move Dan around the screen in the usual manner.

If the fire button is pressed the function of the joystick is indicated by the colour of the caption in the bottom left of the screen.

NO CAPTION

BACKWARD : Dan will throw a grenade horizontally.

BACK/UP : Dan will throw a grenade upwards.

BACK/DOWN : Dan will throw a grenade downwards.

Grenades can be used to stun Treens or destroy the Mekon's dome.

NB GRENADES CAN ONLY BE THROWN ABOVE GROUND OR IN THE MEKON'S ROOM.

RED CAPTION (A Treen is nearby)

If the fire button is pressed Dan will be able to box with the Treen.

UP : Dan will move his guard up.

DOWN : Dan will move his guard down.

FORWARD : Dan will punch up or down depending on the position of his guard.

To pause the game press **SHIFT LOCK**.

To **RE-START** press **SHIFT LOCK** again.

When boxing, an indicator bar will appear showing the relative energy levels of both Dan and the Treen. The red end of the bar shows Dan's energy and the green end the Treen's.

GREEN or CYAN CAPTION

Dan is near a door or in a position to do something useful.

Pressing and holding down the fire button will cause a caption indicating a possible action to appear in the bottom right of the screen. Moving the joystick up or down will cause the next option to appear, thus cycling through the possibilities. When the fire button is released that option is selected and a caption will appear in the top left to show the outcome.

The game is best thought of as having four sections:

1/ Above Ground:

Dan's objective is to find his way into the underground complex. To do this he will have to solve several problems and fight his way, unarmed, past the Mekon's Treen henchmen. There are three entrances to the complex. Dan will only need to find one to be able

to play the game to the end, but discovering all three is the only way that **BOTH** prisoners can be released AND the Mekon defeated!

2/ The Prison Complex:

Somewhere, in a maze of ladders and gantries, are two cells containing Dan's chums. Dan will have to attempt to open doors activated by security passes carried **ONLY** by selected Treen guards. Will Dan resort to fisticuffs in order to obtain these important pieces of plastic? This section also leads to...

3/ The Laser:

A giant industrial laser sits on its pedestal just waiting for someone to press the **FIRE** button. Don't be too hasty though, by exploring the rest of the rooms in this section Dan will find he can use reflectors to direct the laser beam in order to destroy the computers that are simultaneously controlling the planet on its collision course with Earth. After destroying all three computers a door will open leading to...

4/ The Mekon:

The Mekon sits menacingly in his control dome firing bolts of energy at Dan. Can Dan dodge in close enough to throw his grenades and destroy the dome?

When the dome (and the Mekon?) is destroyed the Asteroid will self destruct, so Dan must get back to the Anastasia quickly!

FINISHING THE GAME

The game will end at 13:00hrs Standard Earth Time when the Asteroid will explode, when Dan runs out of energy, or when Dan escapes from the Asteroid in the Anastasia together with Digby and the Professor.

DEDICATION

This game is dedicated to the memory of Frank Hampson, the creator of Dan Dare, who sadly died on 8th July 1985. We hope he would have approved of our treatment of his characters.